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| Name: |  | Grade: |  | Subject: |  |

| **The following *experiences/activities* are from the NETS•S and are *experiences/activities* students may have with technology and digital resources during Grades 3-5 (Ages 8-11). Input the numbers corresponding to the standards shown in the header.** | **List lessons, units, and/or projects that are currently used with the experiences/activities in the first column** | **List sample resources that could be used with the experiences/activities in the first column** |
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| 1. Design, develop, and test a digital learning game to demonstrate knowledge and skills related to curriculum content. (     ) |  |  |
| 2. Create and publish an online art gallery with examples and commentary that demonstrate an understanding of different historical periods, cultures, and countries. (     ) |  |  |
| 3. Select digital tools or resources to use for a real-world task and justify the selection based on their efficiency and effectiveness. (     ) |  |  |
| 4. Employ curriculum-specific simulations to practice critical-thinking processes. (     ) |  |  |
| 5. Identify a complex global issue, develop a systematic plan of investigation, and present innovative sustainable solutions. (     ) |  |  |
| 6. Analyze the capabilities and limitations of current and emerging technology resources and assess their potential to address personal, social, lifelong learning, and career needs (     ) |  |  |
| 7. Design a web site that meets accessibility requirements. (     ) |  |  |
| 8. Model legal and ethical behaviors when using information and technology by properly selecting, acquiring, and citing resources. (     ) |  |  |
| 9. Create media-rich presentations for other students on the appropriate and ethical use of digital tools and resources. (     ) |  |  |
| 10. Configure and troubleshoot hardware, software, and network systems to optimize their use for learning and productivity. (     ) |  |  |